

**For Mr Olivier CARTON**

**Your student / Abdelrahman ELGAMAL**

# Java and C#

**British Computer Society**

**Financial Services Specialist Group, 23<sup>rd</sup> April 2002**

**Kingston and Croydon Branch, 15<sup>th</sup> October 2002**

**Brian Shearing**

# Shape of talk

- ⇒ Origins of Java
- ⇒ Origins of C#
- ⇒ Java and C# compared
- ⇒ Java and C# considered

# Part I

## Origins of Java



# Early history of Java

1992

*project:* Green  
*product:* Star \*7  
*language:* Oak

“to identify convergence of digitally controlled consumer devices and computers”

1993

Mosaic

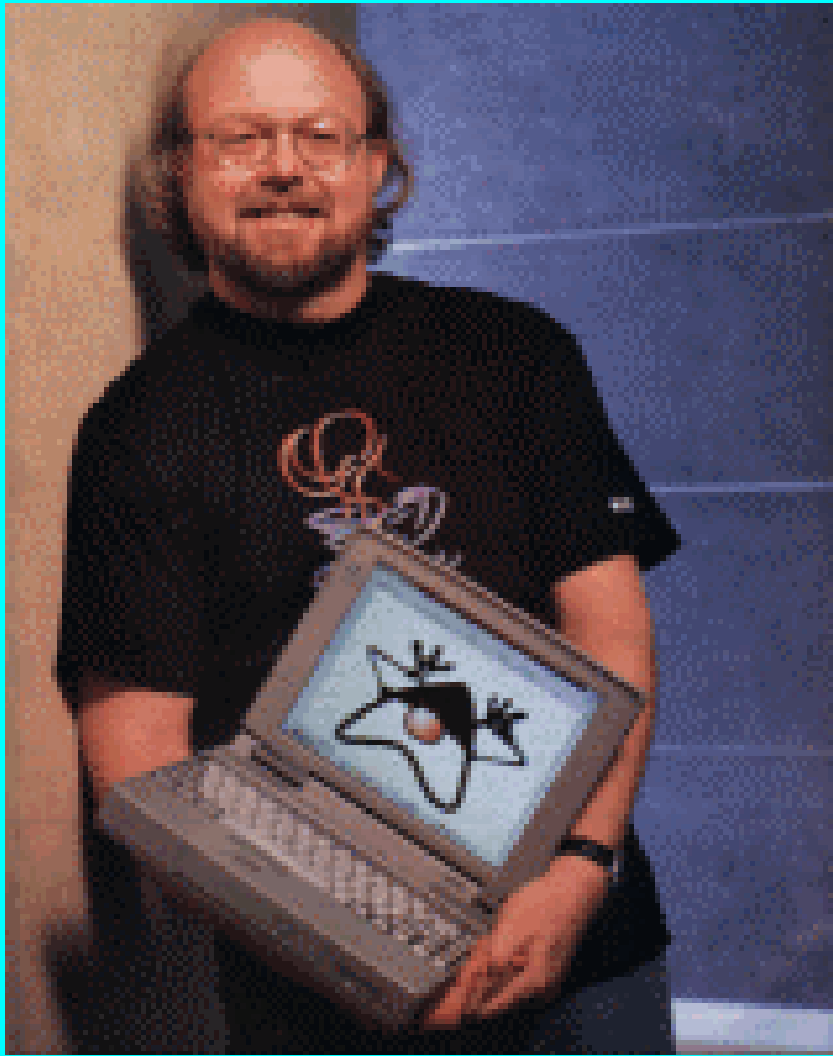
1994

Webrunner (HotJava)

hoped for 10,000 downloads; response killed Sun net server; 2,000 email requests/day

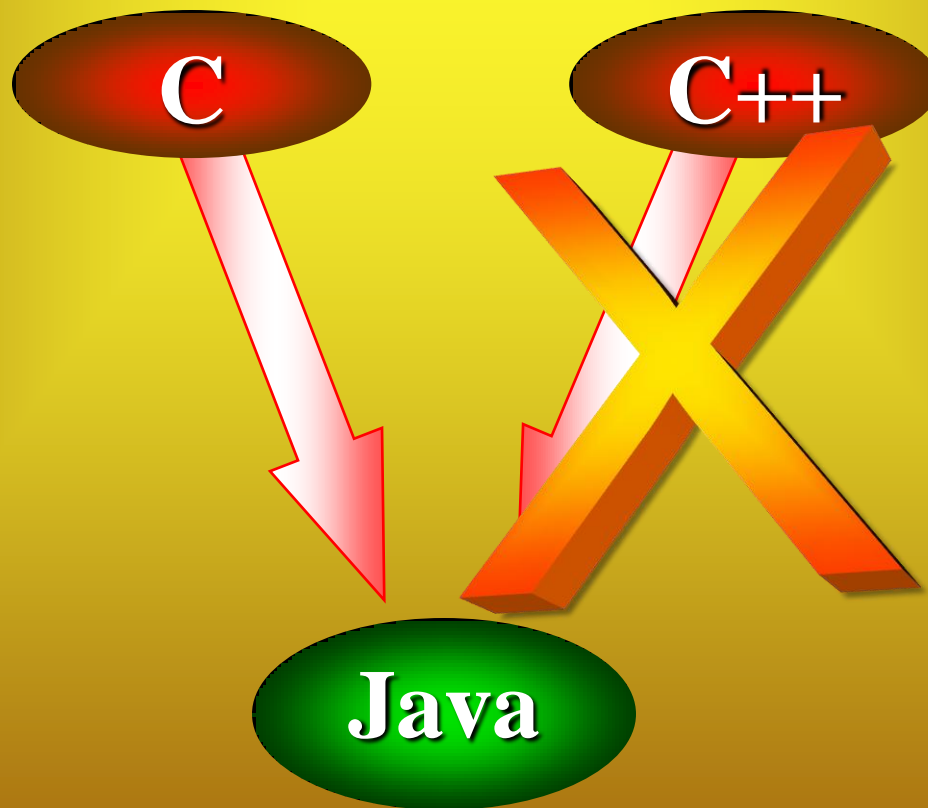
1995

α Java posted on net



**James Gosling**  
**Sun**

# Influences on Java



# Influences on Java

**Smalltalk**



couldn't use Smalltalk  
because of

- ☹ unfamiliar syntax
- ☹ deployment mechanism
- ☹ insecure VM

**Java**

# Influences on Java

**Smalltalk**

data, classes, methods

most of object model

garbage collection

bullet-proof type model

self-description (reflection)

byte-code virtual machine

**Cedar,  
Mesa**

monitors

**Self**

**Java**

**Eiffel**

interfaces

**Oberon**

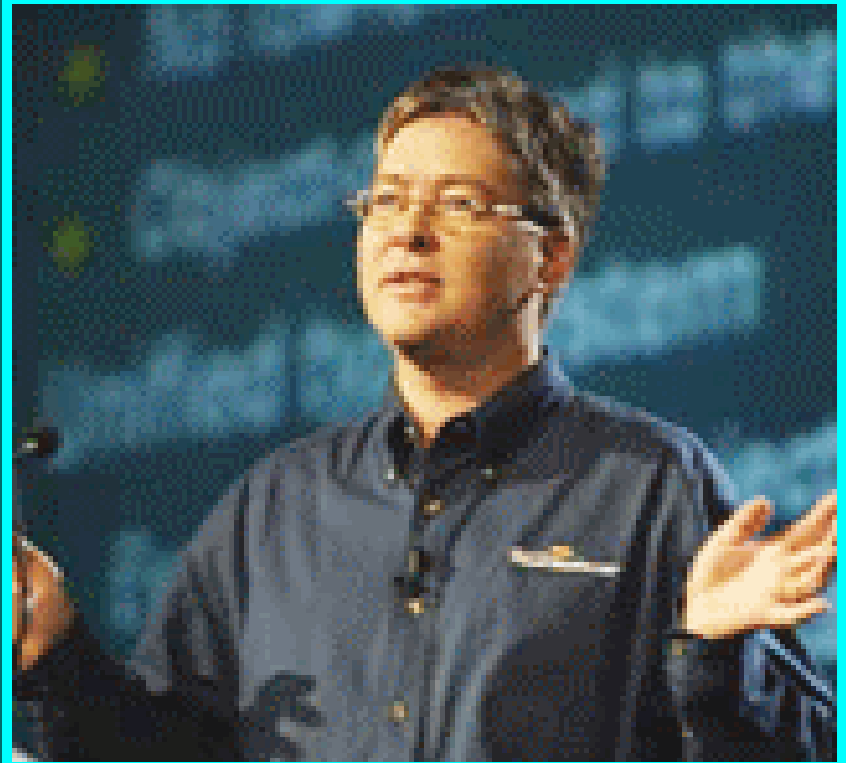
**Objective-C**

# Part II

## Origins of C#

# Anders Hejlsberg

## Microsoft



# Design goals of C#

C# is not a Java clone.

In the design of C#, we  
looked at a lot of  
languages.

We looked at C++, we  
looked at Java, at  
Modula2, C, and we  
looked at Smalltalk.





# Design goals of C#

One of the key differences between C# and these other languages, particularly Java, is that we tried to stay much closer to C++ in our design.



C# borrows most of its operators, keywords, and statements directly from C++.

# Part III

## Java and C# compared

# Design goals of Java

familiarity



C syntax

adopted  
for C#

curly braces:  
`{ }`

illogical semicolon:  
`if (...) ...; else ...;`

dangling *else*:  
`if (...) if (...) ...; else ...;`

# Example of Java

```
class Hello {  
    public static void main(String[] params) {  
        System.out.println("Hi " + params[0]);  
    }  
}
```

```
C:\TSF\Play>javac Hello.java
```

```
C:\TSF\Play>java Hello Brian  
Hi Brian
```

# Example in Java and C#

```
class Hello {  
    public static void main(String[] params) {  
        System.out.println("Hi " + params[0]);  
    }  
}
```

```
class Hello {  
    public static void Main(string[] params) {  
        System.Console.WriteLine("Hi " + params[0]);  
    }  
}
```

# Example of C#

```
C:\TSF\Play>csc Hello.cs
```

```
C:\TSF\Play>Hello Betty  
Hi Betty
```

```
class Hello {  
    public static void Main(string[] params) {  
        System.Console.WriteLine("Hi " + params[0]);  
    }  
}
```

# Result of compiling Java and C#

compiled Java byte-codes  
>javac Hello.java

```
C:\TSF\Play>dir
```

21/04/2002	12:54	127	Hello.java
21/04/2002	12:30	133	Hello.cs
21/04/2002	16:58	569	Hello.class
21/04/2002	17:17	3,072	Hello.exe

compiled .net program  
>csc Hello.cs

# Dis-assembled Java

```
C:\TSF\Play>javap Hello
```

Class 'Hello'

has a  
default  
constructor

and  
method  
'main'

```
Compiled from Hello.java  
class Hello extends java.lang.Object {  
    Hello();  
    public static void main(java.lang.String[]);  
}
```



# Dis-assembled Java

Method void main(java.lang.String[])

0 getstatic #2 <Field java.io.PrintStream out>

3 new #3 <Class java.lang.StringBuffer>

6 dup

7 invokespecial #4 <Method java.lang.StringBuffer()>

10 ldc #5 <String "Hi ">

12 invokevirtual #6

<Method java.lang.StringBuffer append(java.lang.String)>

15 aload\_0

16 iconst\_0

17 aaload

18 invokevirtual #6

<Method java.lang.StringBuffer append(java.lang.String)>

21 invokevirtual #7 <Method java.lang.String toString()>

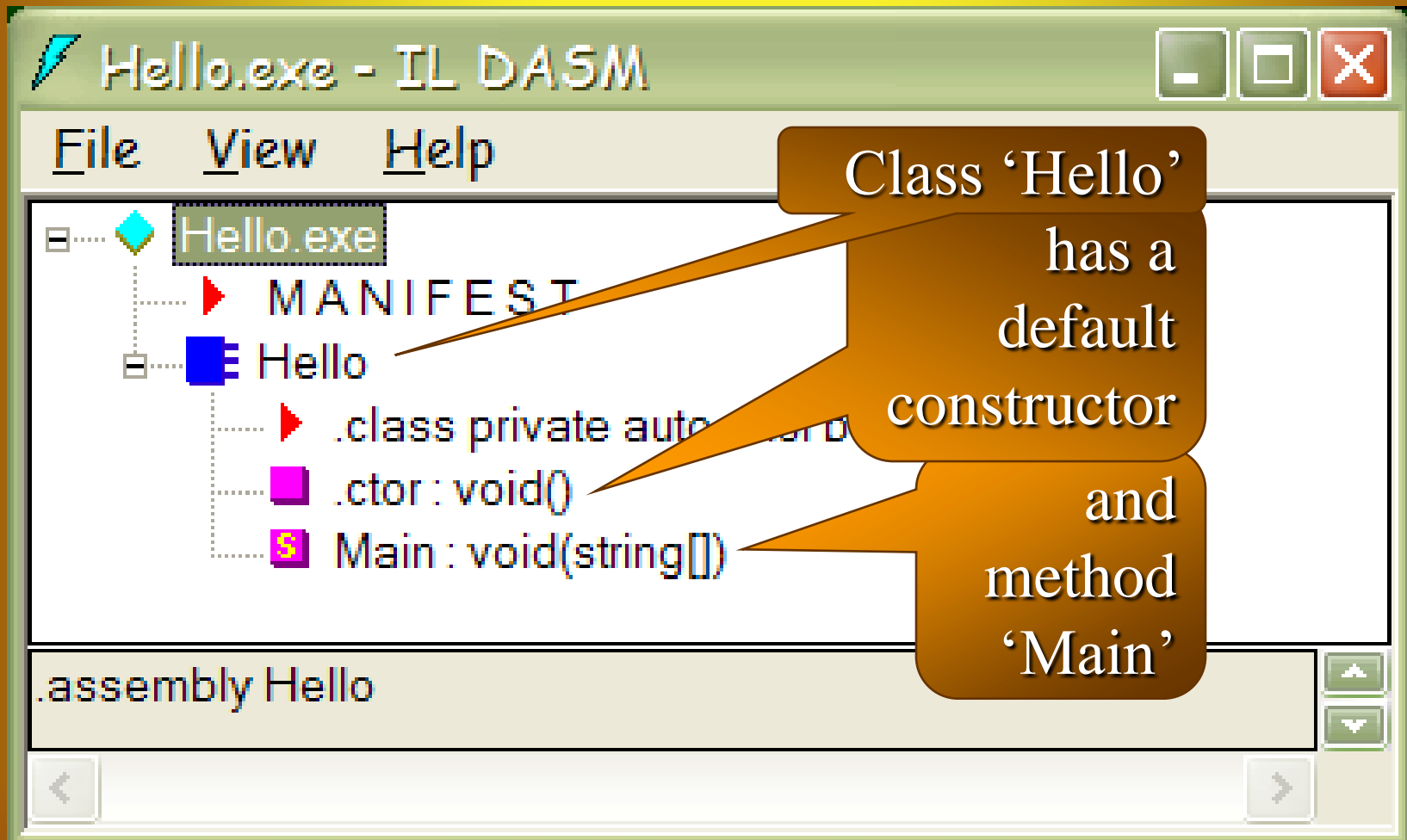
24 invokevirtual #8 <Method void println(java.lang.String)>

27 return

```
C:\TSF\Play>javap Hello -c
```

# Dis-assembled C#

C:\TSF\Play>ildasm Hello.exe



# Dis-assembled C#



click on Main

```
.method public hidebysig static void
    Main(string[] parameters) cil managed
{
    .entrypoint
    // Code size      19 (0x13)
    .maxstack 8
    IL_0000: ldstr      "Hi "
    IL_0005: ldarg.0
    IL_0006: ldc.i4.0
    IL_0007: ldelem.ref
    IL_0008:
        call string [mscorlib]System.String::Concat(string, string)
    IL_000d:
        call void [mscorlib]System.Console::WriteLine(string)
    IL_0012: ret
} // end of method Hello::Main
```

# Design goals of Java

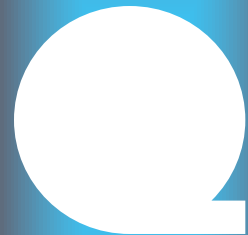
architecture neutral

Java source



Java compiler

byte codes



class loader  
(platform-specific JIT  
code-generator)

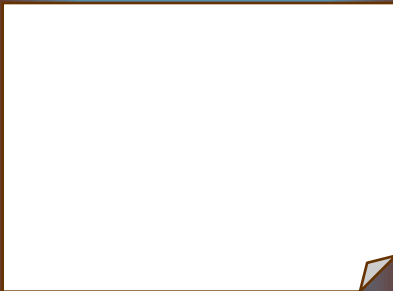


# Design goals of Java

adopted  
for C#

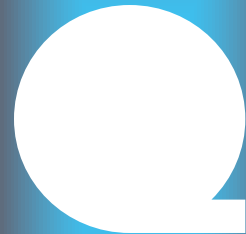
architecture neutral

C# source



C# compiler

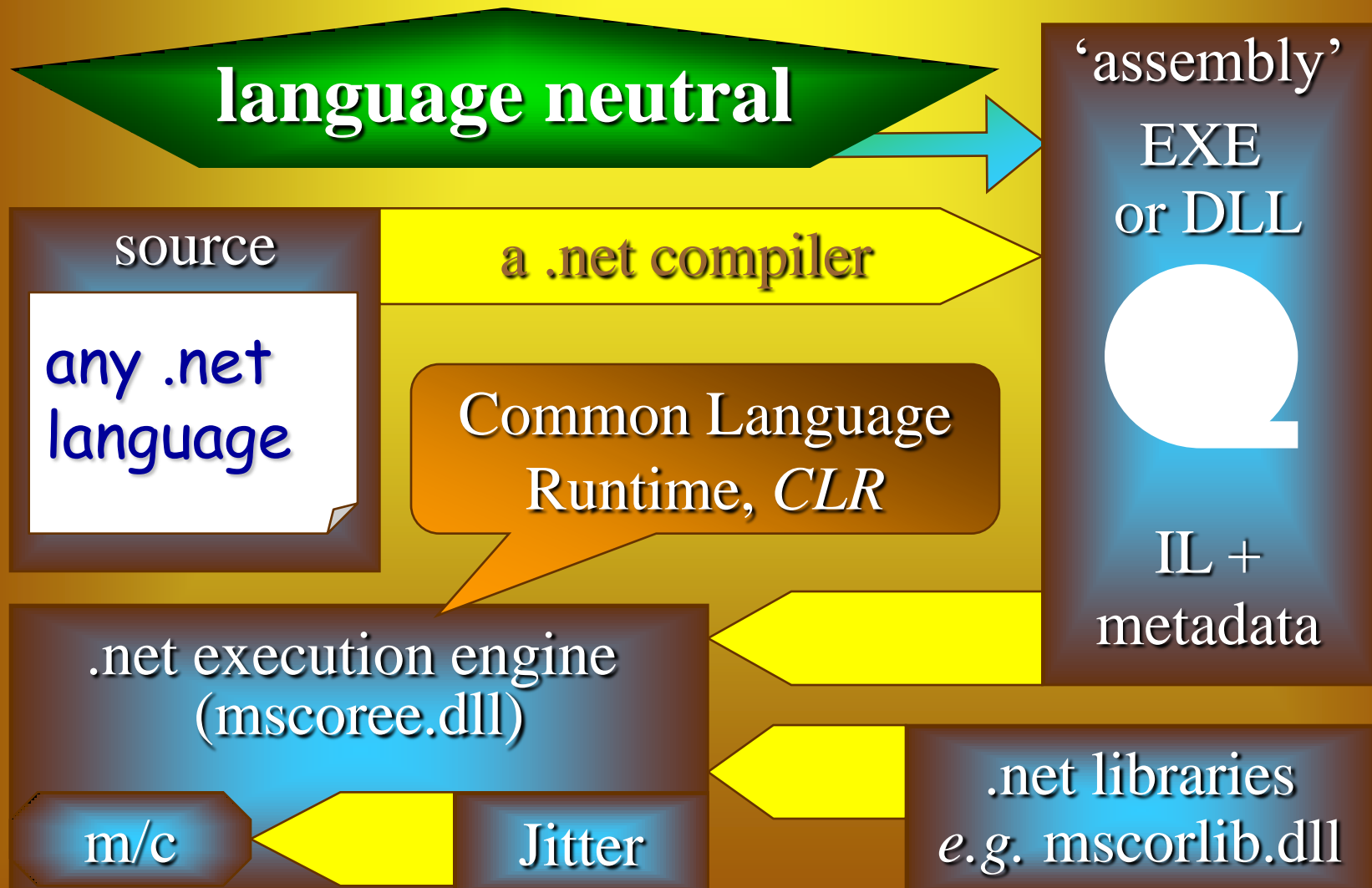
byte codes



class loader  
(platform-specific JIT  
code-generator)



# Design goals of .NET



# Design goal of Java—Simplicity

only one way to do  
most things

no **struct**, no **enum**,  
only **class**

no  
more  
write-only  
software

**typedef**

pre-processor

**#define #undef**

header files

**#if, #elif, #else, #endif**

operator overloading



# Design goal of C#—Convenience

if two ways help,  
provide them

*struct and enum  
and class*

**typedef**



pre-processor



**#define #undef**



header files



**#if, #elif, #else, #endif**



operator overloading



also,  
conditional  
methods ...



# Design goal of C#—Convenience

Square bracket syntax provides  
“Attributed programming”

—a form of  
*Aspect-oriented Programming*

```
[Conditional("Debug")]  
public static void Assert(bool cond, String s) {  
    if (!cond) {  
        throw new ArgumentException(s);  
    }  
}
```

# C#—Attributes

```
[XmlRoot("Order", Namespace="urn:acme.b2b-schema.v1")]
public class PurchaseOrder
{
    [XmlElement("shipTo")]        public Address ShipTo;
    [XmlElement("billTo")]        public Address BillTo;
    [XmlElement("comment")]       public string Comment;
    [XmlElement("items")]         public Item[] Items;
    [XmlAttribute("date")]        public DateTime OrderDate;
}
```

```
public delegate void EventHandler(object sender, EventArgs e);
```

```
public class Button {  
    public event EventHandler Click;  
  
    protected void OnClick(EventArgs e) {  
        if (Click != null) Click(this, e);  
    }  
}
```

## C#—Events

```
public class MyForm: Form {  
    Button okButton;  
  
    public MyForm() {  
        okButton = new Button(...);  
        okButton.Caption = "OK";  
        okButton.Click += new EventHandler(OkButtonClick);  
    }  
  
    void OkButtonClick(object sender, EventArgs e) {  
        ShowMessage("You pressed the OK button");  
    }  
}
```

# C#—Properties

```
public class Button: Control {  
  
    private string caption;  
  
    public string Caption {  
        get {  
            return caption;  
        }  
        set {  
            caption = value;  
            Repaint();  
        }  
    }  
}
```

```
Button b = new Button();  
b.Caption = "OK";  
String s = b.Caption;
```

# Design goals of C#

Sure, we can express  
these concepts by  
methods.

It's just harder, and  
there's more  
housekeeping.

We just think the time is  
right for a language that  
makes it easier to create  
components.



# Design goal of C#—Convenience



Microsoft's tools are very good at doing the simple applications.

You can do the thing that follows their paradigm really quickly.

But as soon as you try to scale up, you get into trouble.

# Types

Java

value types

primitives (**boolean**, **int** ...)

reference types

classes, interfaces, arrays

C#

value types

primitives (**boolean**, **int**, **uint** ...)

enums (**enum** **Colour** { **red**, **green** })

structs (**struct** **Pair** { **double** **u**, **v** })

reference types

classes, interfaces, arrays

delegates (**delegate** **void** **NonEmpty()** )



# Design goals of Java

garbage  
collecte  
d

object-oriented

data only on objects and classes; no globals

methods only on objects and classes; no functions

methods polymorphic by default; unless **final**

*except*

adopted  
for C#

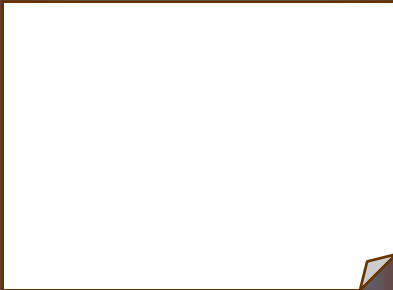
methods *not*  
polymorphic by  
default; use **virtual**,  
and then **override**

primitives are  
objects (automatic  
*boxing* and  
*unboxing*)



# Design goals of Java

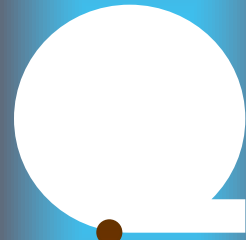
Java source



secure

Java compiler

byte codes



class loader  
(platform-specific JIT  
code-generator)



loader rechecks  
correctness of  
class

Java IL is  
*strongly  
typed*

# Design goals of C#

Our IL is type-neutral.

There's no information in the instructions that specifies the type of the arguments.

Rather, that is inferred by what's been pushed on the stack.

This approach makes the IL more compact

...which in turn makes it easier to translate IL into native code.



# C#



When the Internet exploded, Microsoft seemed ill-prepared to retrofit adequate security.

Chairman Bill Gates has issued a directive that, at long last, security should be more important than getting the next release out the door.

Microsoft originally built its operating system and applications for ... the isolated office environment, where all the computers are assumed to belong to friendly colleagues, not adversaries.

I think they'll find they have a long road ahead of them.

# Design goals of Java

**robust**

**NO  
Sprucing**

**NO  
Memory  
Leaks**

**NO Unset  
Variables**

**NO  
Pointers**

**NO  
Implicit  
Declares**

**NO  
Memory  
Corruption**

# Design goals of Java

adopted  
for C#

robust

**NO  
Sprucing**

**NO  
Memory  
Leaks**

**NO Unset  
Variables**

**NO  
Pointers**

**NO  
Implicit  
Declares**

**NO  
Memory  
Corruption**

# C#

**unsafe**

```
unsafe void LetsLiveDangerously() {  
    char* buf = stackalloc char[256];  
    for (char* p = buf; p < buf + 256; p++) *p = 0;  
    ...  
}
```



# C#



“Unsafe code is in fact a ‘safe’ feature,” the C# specification continues, “from the perspective of both developers and users. ... the execution engine works to ensure that unsafe code cannot be executed in an untrusted environment.”

Did they get their design right this time?

I, for one, would bet against it.

C# is already cast in stone as an ECMA standard. And only now has Microsoft decided to make security a priority.

Adding security to an existing, large insecure system will, in my judgement, prove an impossible task.

# Java editions

**J2EE**

enterprise edition

**4GB**

**J2SE**

standard edition

**500M  
B**

**J2ME**

micro edition

**1MB**

**JavaCard**

card edition

**8KB**

same  
Java  
but  
distinct  
library  
sets  
and  
JVMs



# .NET editions

adopted  
for C#

**.NET**

enterprise edition

**4GB**

**.NET**

standard edition

**500M  
B**

**.NET  
Compact**

compact edition

**1MB**

same  
C#  
but  
distinct  
library  
sets  
and  
CLR<sub>s</sub>

**EcnoJIT**

# Part IV

## Java and C# considered

# Language traditions

less abstract

more abstract

language as vehicle  
for instructing  
computer;  
untyped or weakly  
typed

Fortran

C

C++

language as  
means of  
expressing logic  
and data;  
strongly typed

Pascal

ADA

Eiffel

Delphi

Java

C#

# C#

Our approach with C# has simply been to offer an alternative to C++ programmers who find that language too complicated.



and to Java programmers who miss certain features of C and C++ that were lost in the translation.

# Java



We've historically worked on making the hard things possible and not worried so much on the easy things.

A big piece of the difficulty in designing it was to make it as simple as possible.

# C#

The work that we've done with *attributes*—a feature used to add typed, extensible metadata to any object—is completely new and innovative.



I haven't seen it in any other programming language.

# Java



Java is fast becoming an educational programming language.

If you go round to universities, high schools and middle schools, more often than not, they are teaching Java



# C#

Who's helping COBOL  
programmers today?

Who's taking  
them to the  
Web?

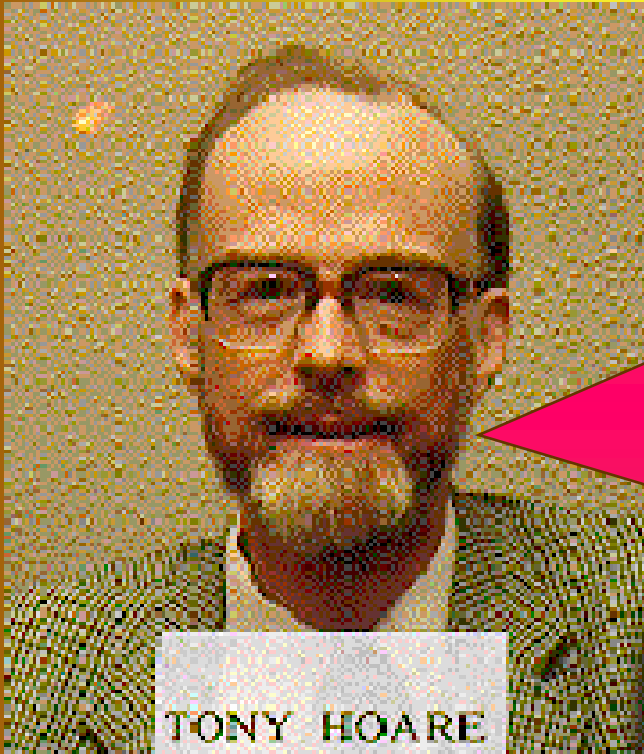
Only on the .NET platform  
can you embed Fujitsu  
COBOL in an ASP page.

I mean it's truly  
revolutionary.





# Java and C#



I'm also encouraged by recent languages like Java, which take program correctness as a specific goal—sometimes.

# Should you use Java or C# ?

Both languages are  
strongly typed

object-oriented

garbage-collected

network savvy

component building

application  
development  
languages

and a pleasure to write.

**YES!**

Now there is no  
imaginable reason  
for using C or C++  
for application  
development

(Not that  
there ever  
was.)

# Java and C#

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**Kingston and Croydon Branch, 15<sup>th</sup> October 2002**

**Brian Shearing**

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# **Advanced Programming Specialist Group**

## **A Tribute to E W Dijkstra**

**18.00 Thursday 14th November**

**Sun Microsystems**

**Regis House, London Bridge**

**Register: [f\\_martin@lgu.ac.uk](mailto:f_martin@lgu.ac.uk)**